

## Anakin Skywalker, Jedi



# STAR WARS™



## Anakin Skywalker, Jedi

29

Hit Points

90

Defense

19

Attack

+12

Damage

20

### Special Abilities

Unique

**Melee Attack; Double Attack**

**Deadly Attack** (Scores a critical hit on an attack roll of natural 19 or 20)

**Djem So Style** (Whenever this character is hit by a melee attack, make a save of 11. On a success, this character can make an immediate attack against that attacker.)

### Commander Effect

**Force 4**

**Lightsaber Assault** (Force 1, replaces attacks: Make 2 attacks)

**Lightsaber Block** (Force 1: When hit by a melee attack, this character takes no damage with a save of 11)



*Anakin's exploits in the Clone Wars earn him the title of Jedi Knight.*

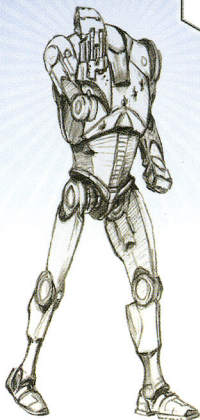


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# STAR WARS™

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## Super Battle Droid



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## Super Battle Droid

10

Hit Points

20

Defense

12

Attack

+2

Damage

20

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)

**Charging Fire** (Replaces turn: Can move up to 12 squares, then attack)

**Synchronized Fire** (Droid characters who combine fire with this character grant +6 Attack instead of +4)



*A stronger, more durable battle droid packed in a reinforced shell.*

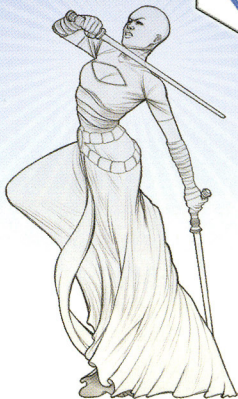


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## Asajj Ventress, Separatist Assassin



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## Asajj Ventress, Separatist Assassin

43

Hit Points

110

Defense

20

Attack

+12

Damage

20



### Special Abilities

**Unique**

**Melee Attack; Double Attack**

**Loner** (+4 Attack if no allies are within 6 squares)

**Rolling Cleave** (Once per turn, if this character defeats an adjacent enemy by making an attack, she can immediately move 1 square and then make 1 attack against another adjacent enemy without provoking an attack of opportunity)

**Stealth** (If this character has cover, she does not count as the nearest enemy for an attacker farther than 6 squares when choosing targets)

**Twin Attack** (Whenever this character attacks, she makes 1 extra attack against the same target)

### Force Powers

**Force 3**

**Sith Rage** (Force 1: +10 Damage on all attacks this turn)



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## Clone Trooper



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## Clone Trooper

9

Hit Points

10

Defense

13

Attack

+6

Damage

20

**Special Abilities**  
Order 66



*Superbly trained and conditioned, and literally built for war, a clone trooper fears no enemy.*



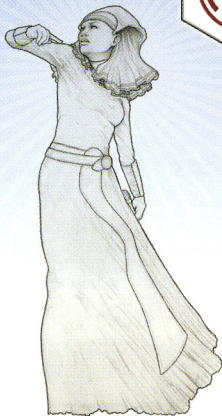
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## Luminara Unduli, Jedi Master



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## Luminara Unduli, Jedi Master

40

Hit Points

110

Defense

20

Attack

+11

Damage

20



### Special Abilities

**Unique**

**Melee Attack; Double Attack**

**Soresu Style** (When hit by an attack from a nonadjacent enemy, this character takes no damage with a save of 11)

**Synergy** (+4 Attack and +4 Defense while an allied character named Barriss Offee is within 6 squares)

### Force Powers

**Force 4**

**Lightsaber Riposte** (Force 1: When hit by a melee attack, this character can make an immediate attack against that attacker)

**Master Speed** (Force 1: This character can move 6 extra squares on her turn as part of her move)

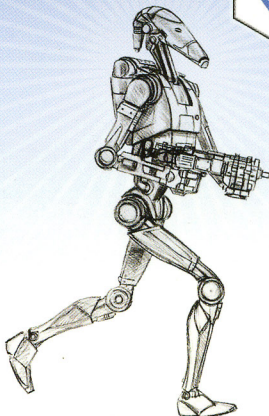


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## Battle Droid



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## Battle Droid

4

Hit Points

10

Defense

9

Attack

+0

Damage

10

### Special Abilities

**Droid** (Immune to critical hits; not subject to commander effects)



*An emotionless mechanical soldier  
that fights without mercy.*



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